

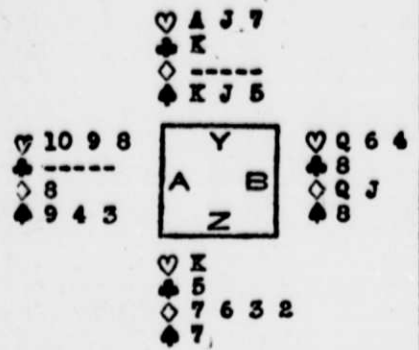
PROBLEMS FOR "SUN" READERS TO SOLVE

How an Inferior Card May Be Made Good for a Trick at Bridge.

A PUZZLE OF CIGARETTES

Curious Positions at Checkers for Beginners and Experts.

Bridge problem No. 277 was a good illustration of the manner in which an inferior card may be made good for a trick in spite of the fact that both adversaries have better cards in that suit.



Clubs are trumps and Z is in the lead. Y and Z want six tricks against any defense.

The solution is for Z to lead the heart, which Y overtakes with the ace so as to lead the jack through B's queen. If B does not cover it is evident that another round will separate the trumps and that two spades, added to the two hearts and two trumps, will solve the problem; so Y puts on the queen, which still leaves A with the ten.

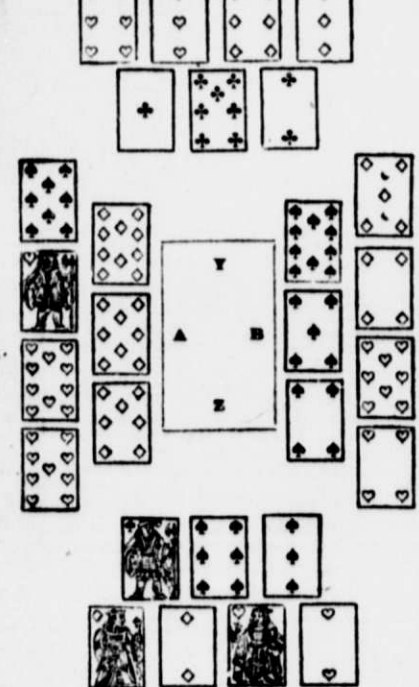
A spade lead from Z's hand puts Y in to draw B's trump, Z discarding a useless diamond. As it is clear that A cannot give up the heart or the spade he discards the diamond, whereupon Y puts him in with the losing heart and forces him to lead spades, so that Y makes both king and five.

Any attempt to make the king of hearts separately from the ace will fail, because even though Z can put Y in on two suits B cannot be forced to part with the queen of hearts, and that is the key to the problem.

Correct solutions from: James Sloan, M. Frost, F. A. Weaver, Harrisburg, T. J. Cline, C. H. O'Connor, Charles M. Root, L. M. Atterbury, Capt. Frank Roy, C. T. Murrell, Bart Fogarty, H. J. Lloyd, L. S. Hart, Jr., E. T. Burke, W. P. W. A. A. Greenleaf, W. B. Brush, Frank H. Young, S. S. Clausen, C. J. Schramme, Charles Sauer, Henry Anderson, E. H. Cullis, C. E. Johnson, K. W. Woodcombe-Royce, C. G. Spotswood, Key-Stone, J. W. Worts, H. W. Starr, George B. Glover, Edward Wheeler, Warren Baner, O. H. Boston, George Hartsorn, Walker McMartin, D. Perry, P. Seely, J. C. Hume, Anna Gares, S. C. Hancock, D. A. W. B. G. Braine, O. C. Richardson, P. L. Bates, H. T. Stockton, C. L. Gerry, M. Potter, W. J. Oakes and Henry Robertson.

It is usually considered that take all problems, especially those with a trump suit, are simpler than those in which some tricks are conceded at the start. How about this one, which is not as easy as it looks?

BRIDGE PROBLEM NO. 278.



Clubs are trumps and Z is in the lead. Y and Z want all seven tricks against any defense.

The distribution of the cards is as follows: Y has the six and three of hearts; ace seven deuce of trumps; six and three of diamonds; no spades.

A has the jack ten nine of hearts; ten eight seven of diamonds; eight of spades; no trumps.

B has the eight and four of hearts; five and four of diamonds; ten five four of spades; no trumps.

Z has the queen and deuce of hearts; king and deuce of diamonds; jack six three of spades; no trumps.

CHICKEN ENDINGS. The position shown in problem No. 274, which nineteen thought could be solved only one way, while twenty others held it could be solved only in another way, was left for further examination by the cracks, both solutions being given in THE SUN on May 10.

The result of their examination proves that some of the material think it is a dual; some acknowledge they were wrong and that the first solution given was the only correct one.

This is a very curious situation and shows the excellence of the problem. The distribution of the men was: Black on 7, 16, 20 and 22; no kings. White men on 23, 27 and 31, king on 6. White to play and win.

The majority of those that sent in solutions gave the key move as 27 to 24, forcing an immediate exchange, so as to be sure of capturing the man on 7, but black can draw against that attack by letting the man go. Any attempt to save him loses. Here is the play:

White. Black. 27-24. 20-27. 21-24. 16-29. 24-19. 16-29. 2-2. A 28-31. 2-11. 31-27. 23-18. 27-38.

The mistake made in the original solution given by those who started with 27-24, or 7-11, which allows white to

get his king back of one or other of his men. Of course white is not obliged to play 2-2, but if he tries to get his own men into a safe position it will be found that the black king can follow them up so closely that there is no time for white to capture the man on 7 without leaving one of his own men at the mercy of the black king.

This being the case only those who got the first solution published on May 10 will be entitled to credit on N. E. No record will be made of the supplementary solutions.

There is an interesting point in connection with No. 277, which is the ending of an actual game by J. Roll of Bethesda, England. This was the distribution given in THE SUN two weeks ago: Black men on 7 and 21; kings on 25 and 27. White men on 28 and 30; kings on 6 and 16. Black to play and draw.

These are the moves that solve: White. Black. 6-2. 25-22. 2-11. 26-23. 30-26. 22-30.

If white does not give away the man on 30 he is caught three for one which ever king he moves, and that loses the game instead of making it a draw. Correct solutions from C. B. Watkins, H. M. Bates, J. P. Goss, D. A. W. Horace Palmer, George H. Dyer, N. J. Atkins, H. Atlas, Irving King, N. L. Farman, Andrew Peterson, H. M. Freitag, Ward Humphreys, Bell Potts, Frank Eagleton, J. P. De Groot, Lady Laird, H. B. Sohn, J. T. Cody, Isiah S. Spector, G. J. Chandler, O. H. Boston, Clarence Watts, J. H. Noremac, M. H. Temple, Herbert Eldridge, Oscar Bergh, Nicholas J. Zunino, R. T. Powell, P. Meisner, George Williams, W. G. Drummond, John Ryan, James Hyland, Henry Wallace, J. F. Bronx, Edith Fuller, E. H. Green, Oscar Erickson, Herbert Dahl, C. L. Lynn, James Tyrone, Julius Ostein, R. T. Vickera, H. L. Harrison, M. J. McMahon, Joseph Ronoli, Dr. A. M. Purdy, J. G. Wilkinson, C. M. Bunn, P. J. McManus, E. J. Walker, James Murphy, William D. Clarke, L. S. Hart, Jr., John Daly, W. Warwick, Judge J. P. McCabe, James A. Green, P. H. Joyce, Joseph Elliott, C. H. O'Connor, Harris Burke, Ralph Diamond, P. J. McGarry and George A. Zander.

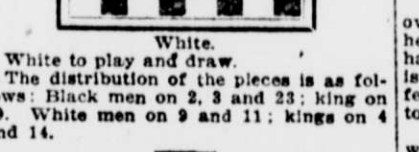
As this problem originally appeared, the distribution of the men was as follows: Black men on 7 and 21; kings on 27 and 28. White men on 28 and 30; kings on 6 and 16. Black to play and draw.

The first move was 25-23 and 5-6, bringing about the position shown in THE SUN.

Just as a little exercise in analysis for the beginner, let us suppose that white did not play 5-6, but 30-28 instead. Could he still capture the man on 7 and could black still draw the game? If so, how?

Here is a rather pretty ending, sent to THE SUN by P. H. Joyce, who does not know the author.

PROBLEM NO. 278—CHECKERS. Black.



White to play and draw. The distribution of the pieces is as follows: Black men on 2 and 23; king on 19. White men on 9 and 11; kings on 4 and 14.

THE TOBACCO QUESTION. Thomas A. Edison and Percival S. Hill, president of the American Tobacco Company, have been having a little controversy as to the harmfulness of the cigarette, which suggests a little problem for readers of THE SUN to solve.

Take any inveterate cigarette smoker of your acquaintance and blindfold him so he cannot see what he has in his mouth. Let him moisten two of his favorite cigarettes, ready to smoke. Light one and let him take a whiff. Then let him take a whiff at the one that is not lighted.

Give him two tries at the one or the other, just to break up the alterations of lighted and unlighted, or light both, or let neither be lighted. At the end of a dozen or more puffs at each see if he can tell which is the lighted cigarette and which is not lighted when he has them in his mouth.

The problem is to discover what harm there is in smoking an unlighted cigarette and what good there is in lighting it if one cannot tell the difference.

TRAP FOR BANK ROBBERS. Even if They Get the Money They Cannot Escape.

LONDON, May 29.—A Copenhagen bank clerk has invented an ingenious contrivance for capturing bank robbers.

An electric contact is placed behind the bank counter and if the clerk tread on it the main door from the street to the entrance hall is closed and locked. If the clerk again tread upon the contact the door between the entrance hall and the office is locked. Thus if robbers should arrive and summon the clerk to hold up their hands the clerk obeys, tread upon the contact and the main door is locked.

The robbers are allowed to take the money which they desire to leave the bank. And that the main door is shut and locked, and when they try to return they find the door locked, and they are trapped until the police arrive.

INTENSE ITCHING AND BURNING Of Eczema. Had to Cut Hair All Off. Could Not Sleep Nor Rest. Cuticura Soap and Ointment Cured. Used Them for Son's Hemorrhoids. Not Troubled Since.

2911 Fulton St., Brooklyn, N. Y.—"My daughter had one side of her head all covered with small pimples like eczema. The skin was very much inflamed and very red. She wanted to scratch all the time, the itching and burning were intense. I had to cut her hair all off. She could not sleep nor rest. I read in the paper of Cuticura Soap and Ointment and began to use them. The first night the itching and burning were so much relieved she slept. I continued using the Cuticura Soap and Ointment night and morning and before I had used the box of Cuticura Ointment with the Cuticura Soap, her head was healed; she was cured.

"My son had piles badly. The itching and burning were terrible and the pain was so great he could not sit or rest anywhere. They got so bad they bled dreadfully. They said he would have to be operated on. He has given some relief that helped him a little but they came back. The first time he used Cuticura Soap and Ointment he got more relief. He washed with very warm water and Cuticura Soap and then used the Cuticura Ointment. They stopped the itching and burning and pain so he slept that night and in a few days they were entirely gone and he has not been troubled since."

(Signed) Mrs. M. E. Price, Sept. 28, 1913.

Cuticura Soap 25c. and Cuticura Ointment 50c. are sold everywhere. Liberal sample of each mailed free with 25¢. Skin Book. Address post-card "Original, Dept. T., Boston."

25¢ Box who share and discuss with Cuticura Soap will find to be best for skin and scalp.

UN SOUND BIDDING AT ROYAL AUCTION

Typical Case of a Good Whist Player Who Loses Many Games.

FOUR INTERESTING HANDS

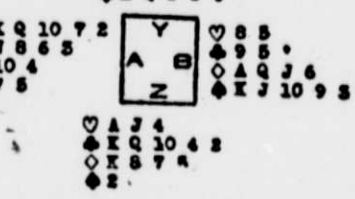
Incorrect Calls the Cause of a Disastrous Score on the Rubber.

It is a matter of common observation that there are persons who play one part of the game of royal auction very well and other parts very badly, and that while it is seldom that one finds a person who does not play some part badly, it is just as hard to find a player who does not excel in some direction.

There is a player in this city who belongs to the old whist school and is supposed to be able to read cards about as well as any one in the game. As a result he lets very few tricks get away, yet he is one of the biggest losers in town, at which those who know his reputation as a whist player seem very much astonished.

As such cases are always interesting, and usually turn out to be experiences of a type, the writer took the liberty of observing his play during a rubber and the weakness of his game was easily discovered to be in the bidding. For a series of six rubbers he did not lose a trick that could be charged up as "cold," but at the same time for four consecutive deals in one rubber he did not make a correct call on his cards. As each of these four hands was more or less interesting and instructive, the writer noted them down.

Here they are, and the reader may see for himself how easily it is to drop about a thousand points on the score without losing a trick in the play. On the first deal of this particular rubber the player in question, whom we shall call Mr. Whistler, sat on the dealer's left.



Z dealt and bid no trump, which A overcalled with two hearts. Now, five hearts to three honors is a pretty strong bid at whist, but at auction bridge it is not worth anything except as a defense unless the partner has a no trump to put on the table for the dummy.

If A's cards are carefully examined it will be seen that the only short of the possible trick outside is the jack of clubs. That is a total of five. If the partner has the average two hearts, A will still be one billeted in his contract, and this short of the game. For what purpose then does he bid hearts?

If his partner had enough to make the game in hearts, a bidding short of game is worth playing for, Z's no trump is a joke and will lose more than the first game of the rubber could be worth to A and B. If A's partner has enough to make good on the heart contract even two odd, the game should be safe against the no trump.

That is the way the up to date auction player looks at it, but the whist player cannot keep his eyes off those five big trumps nor his imagination off the possibility of his partner's hand being a miracle of some kind.

Y passed the two hearts because he could not stop the suit, but saw no danger in his going game if Z had anything resembling a no trump. B also passed, not caring to shift to royals, which might drive A into three hearts if the royals did not suit him.

Y led the ace of spades, and on Z's dropping the deuce Y led another spade, which Z ruffed. When Z led the king of clubs Y overtook it with the ace and led another spade, which Z trumped with the ace. On the third round of clubs Y shut out the eight of clubs with the nine and led the deuce of diamonds through dummy.

B put on the ace and led the spade king, hoping to get the diamond discard if Z had no more trumps, but Z ruffed with the jack and made the king of diamonds at the end. Just what B had made it at once had B finessed the diamond lead. This play set A for two tricks, or 100 points.

Precisely the same thing would have happened to B had he taken his partner out with two royals, as Y will make three of his trumps and the ace of clubs, while Z makes a heart and a diamond. This would set the royal contract for 100 points. If Y doubled it, for 200.

An interesting point about this hand is to observe who could have happened if Mr. Whistler had kept still when Z bid no trump. Y, with his five cards to two honors in a major suit and an outside ace, will take him with two royals, which will induce B to pass. Otherwise B would ask for a spade lead against the no trump.

In order to deny the royals Z will have to bid two no trumps or three clubs. The curious part of it is that no matter which he does he gets set.

Suppose he goes two no trumps, which is the more natural course, because it is considered unless to show a minor suit like clubs except to ask the partner if he can stop an adverse suit, and no such suit has been shown in this case, such a bid will lead the king of hearts and Z will hold off for the Bath coup. If B plays the five, showing only one higher heart in his hand, A will be warned of his danger and will probably try the spade through dummy's tenace; as Z denies that suit by his takedown.

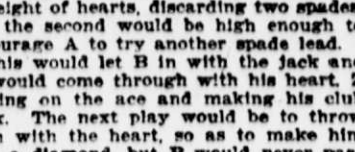
In order to prevent the heart lead from coming through Z will put on the dummy's ace of spades and lead the clubs, hoping the jack will drop in three rounds. When this does not come off Z must go on and clear the suit, as he still has two reentries and hopes for a diamond lead.

Through all this club play B will buy his eight of hearts, discarding two spades, and the second would be high enough to encourage A to try another club lead.

This would let B in with the jack and he would come through with his heart, Z putting on the ace and making his club trick. The next play would be to throw A in with the heart, so as to make him lead a diamond, but B would never pass up a diamond, as he has the spade king to make.

This would set Z's no trump for 100 points. Instead of which A got set for 100 himself on hearts, and B would have been set for a like amount, at least on royals. Counting honors, that is at least 154 points thrown away by Mr. Whistler on the first deal of the rubber, and no advance made toward winning the game.

On the next hand it was Mr. Whistler's deal, and this is how the cards lay:

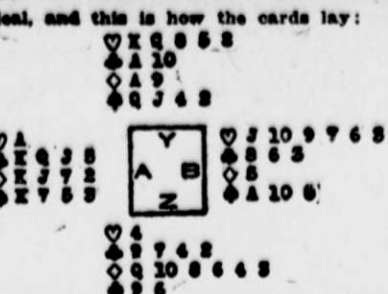


Z bid a diamond, which is a call that many besides the old school whist players are guilty of. Six trumps and a singleton looks like a strong hand to them. A passed, waiting to see what Y would do. If A did anything he would have to go no trump, but he naturally assumes that as Z cannot have the tops in diamonds he must have some pretty good cards outside.

Thinking his partner has three honors in diamonds at least, or king queen and a couple of tricks outside, Y bid a heart, which is promptly doubled. This frightened Z into two diamonds, and again A passed, waiting for Y, although he might well be excused for going two no trumps at this stage of the bidding.

Y bid two no trumps, so as to get out of the heart situation, whereupon B passed. As Z could ruff the hearts, but had not a trick in his hand unless diamonds were trumps, he felt compelled to bid three diamonds.

Again A passed and Y began to think he could see the game at no trumps, as the ace of hearts and two spade tricks were all that he could possibly lose if Z had the solid diamond suit that his bids indicated, so Y bid three no trumps.



When it got round to him he did not see which way the opponents could jump, so he doubled the three no trumps. Y did not see how he could be mistaken about an estimate of the combined hands either, so he redoubled.

B opened with his fourth best heart, and after recovering from the shock of seeing his dummy's diamonds Y tried to say what he could from this wreck. A won the heart and led the king of clubs. Y put on the ace and, hoping for a fortunate drop in the diamonds, led ace and nine of that suit.

A did not continue the clubs, for fear of setting up the nine, but tried a small spade up to weakness, and B won the jack with the ace. The jack of hearts went to Y's king, and Y led the ten of clubs, so as to set up the nine in dummy.

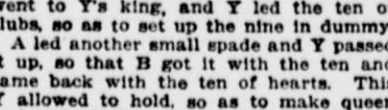
A led another small spade and Y passed it up, so that B got it with the ten and came back with the ten of hearts. This Y allowed to hold, so as to make queen and eight if B won the ace, but as B had no reentry he quit the hearts and led his last spade.

A won this with the king, made his club and the high diamond and lost the last trick to Y's queen of spades. This left Y with only four tricks on a contract to make nine. As the bid was redoubled it cost him an even thousand points.

Give Z the diamond tops that would have justified his original call, and Y makes his bid easily, winning three by cards, six diamonds, two hearts and a club, no matter what B leads or how A plays. The whole hand falls to pieces through an original call that is unusual.

If Z starts the hand as he should have done, with one spade, A will almost certainly go no trump and he will be left with all he can make against good play in his contract, the odd trick, which would have meant a difference of just 999 points to Y and Z.

On the next deal that came along Mr. Whistler was fourth hand, and he cannot yet understand why his bidding was not perfectly sound.



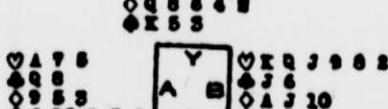
Z dealt and started with a spade, which Y and B both passed. B bid a heart, having, as he afterward explained, six trumps to three honors and four other honors in his hand. The other thing he had, which he did not mention, or rather did not appreciate the importance of, was a partner that had nothing to say to a dealer's spade call.

Of course B made his contract and a trick over without any trouble, scoring two by cards and four honors. But as one of our modern teachers tells his pupils, one might just as well make a wiggle with the pencil on the score pad as to play a hand that stops short of game.

When the second hand passes a dealer's spade he either has nothing worth showing or he has that spade contract sewed up. Unless the fourth hand can almost go game on his own cards the best thing for him is to sit tight and play spades at 50 a trick, as against 2 for the dealer.

If B passes, as he should have done, they set the spade contract for 200 without doubling, as Z would probably try to exhaust as many trumps as he could by leading them three times, so as to protect the clubs. This would let A lead hearts and get rid of both his clubs on that suit. The difference is 156 points, or a gain of 48 only that should have been 204.

On the fourth deal Mr. Whistler was the dealer's partner and again he distinguished himself.



Y dealt and started with a royal. A bid two hearts and Y doubled.

According to modern theories the double shows three sure tricks in the opponent's suit and nothing else in the hand, therefore no support for the partner's original declaration, if one has been made. That this is not true of Y's hand a glance will show. It is more important to support the partner and go game than to penalize the adversary. Y and Z were 15 up.

B passed the double, as he knew Z must have either clubs or diamonds for his side suit. Z read his partner's double as denying the royals and went two no trumps, which looked like a better proposition than trying to see the hearts. All passed, but B bid Y still refusing to support the royals.

Of course the no trump was set. A could not lead hearts with the suit declared all against him, nor spades up to the declared strength in Z's hand, so he started with a small diamond. Before leading the fourth round of that suit he made his ace of hearts, suspecting his partner had none. This netted 100 penalty, easy.

If Y bids his hand properly, overcalling the two hearts with two royals, he can show the heart strength later by doubling if A goes on with that suit. Z can make three royals against the best play. At the score this wins the game.

Again the trump A would open the king of diamonds, and on seeing dummy would probably lead the ace of hearts and another, giving B a ruff. B is forced to lead the club and A gets a ruff. Now Z can get two club diamonds or two hearts after the trumps are gone. This would be three by cards and four honors instead of 100 lost.

Just count up these four hands, played in one round of deals, and it will be found that Mr. Whistler dropped exactly 1,462 points on them.



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